Akroma, Angel of Wrath
{5}{W}{W}{W}
Creature —— Angel Legend
6/6
Flying, first strike, trample, haste, protection from black,
protection from red
Attacking doesn't cause Akroma, Angel of Wrath to tap.

Akroma's Devoted
{3}{W}
Creature —— Cleric
2/4
Attacking doesn't cause Clerics to tap.

Aphetto Exterminator
{2}{B}
Creature —— Wizard
3/1
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Aphetto Exterminator is turned face up, target creature gets
—3/—3 until end of turn.

Aven Envoy
{U}
Creature —— Bird Soldier
0/2
Flying

Aven Redeemer
{3}{W}
Creature —— Bird Cleric
2/2
Flying
{T}: Prevent the next 2 damage that would be dealt to target
creature or player this turn.

Aven Warhawk
{4}{W}
Creature —— Bird Soldier
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Bird and/or Soldier card you reveal in your hand.)
Flying

Bane of the Living
{2}{B}{B}
Creature —— Insect
4/3
Morph {X}{B}{B} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Bane of the Living is turned face up, all creatures get —X/—X
until end of turn.

Beacon of Destiny
{1}{W}
Creature -- Cleric
1/3
{T}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to Beacon of Destiny instead.

Berserk Murlodont
{4}{G}
Creature -- Beast
3/3
Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Blade Sliver
{2}{R}
Creature -- Sliver
2/2
All Slivers get +1/+0.

Blood Celebrant
{B}
Creature -- Cleric
1/1
{B}, Pay 1 life: Add one mana of any color to your mana pool.

Bloodstoke Howler
{5}{R}
Creature -- Beast
3/4
Morph {6}{R} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When Bloodstoke Howler is turned face up, Beasts you control get +3/+0 until end of turn.

Branchsnap Lorian
{1}{G}{G}
Creature -- Beast
4/1
Trample
Morph {G} (You may play this face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Brontotherium
{4}{G}{G}
Creature -- Beast
5/3
Trample
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Brood Sliver
{4}{G}
Creature -- Sliver

3/3
Whenever a Sliver deals combat damage to a player, its controller
may put a 1/1 colorless Sliver creature token into play.

Caller of the Claw
{2}{G}
Creature -- Elf
2/2
You may play Caller of the Claw any time you could play an instant.
When Caller of the Claw comes into play, put a 2/2 green Bear
creature token into play for each nontoken creature put into your
graveyard from play this turn.

Canopy Crawler
{3}{G}
Creature -- Beast
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Beast card you reveal in your hand.)
{T}: Target creature gets +1/+1 until end of turn for each +1/+1
counter on Canopy Crawler.

Celestial Gatekeeper
{3}{W}{W}
Creature -- Bird Cleric
2/2
Flying
When Celestial Gatekeeper is put into a graveyard from play, remove
it from the game, then return up to two target Bird and/or Cleric
cards from your graveyard to play.

Cephalid Pathmage
{2}{U}
Creature -- Cephalid Wizard
1/2
Cephalid Pathmage is unblockable.
{T}, Sacrifice Cephalid Pathmage: Target creature is unblockable
this turn.

Chromeshell Crab
{4}{U}
Creature -- Beast
3/3
Morph {4}{U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Chromeshell Crab is turned face up, you may exchange control of
target creature you control and target creature an opponent
controls.

Clickslither
{1}{R}{R}{R}
Creature -- Insect
3/3
Haste

Sacrifice a Goblin: Clickslither gets +2/+2 and gains trample until end of turn.

Cloudreach Cavalry
{1}{W}
Creature —— Soldier
1/1
Cloudreach Cavalry gets +2/+2 and has flying as long as you control a Bird.

Corpse Harvester
{3}{B}{B}
Creature —— Zombie Wizard
3/3
{1}{B}, {T}, Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library.

Covert Operative
{4}{U}
Creature —— Wizard
3/2
Covert Operative is unblockable.

Crested Craghorn
{4}{R}
Creature —— Beast
4/1
Haste
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Crookclaw Elder
{5}{U}
Creature —— Bird Wizard
3/2
Flying
Tap two untapped Birds you control: Draw a card.
Tap two untapped Wizards you control: Target creature gains flying until end of turn.

Crypt Sliver
{1}{B}
Creature —— Sliver
1/1
All Slivers have {T}: Regenerate target Sliver.

Dark Supplicant
{B}
Creature —— Cleric
1/1
{T}, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play. If you search your library this way, shuffle it.

Daru Mender
{W}
Creature -- Cleric
1/1
Morph {W} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Daru Mender is turned face up, regenerate target creature.

Daru Sanctifier
{3}{W}
Creature -- Cleric
1/4
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Daru Sanctifier is turned face up, destroy target enchantment.

Daru Stinger
{3}{W}
Creature -- Soldier
1/1
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Soldier card you reveal in your hand.)
{T}: Daru Stinger deals damage equal to the number of +1/+1 counters
on it to target attacking or blocking creature.

Deathmark Prelate
{3}{B}
Creature -- Cleric
2/3
{2}{B}, {T}, Sacrifice a Zombie: Destroy target non-Zombie creature.
It can't be regenerated. Play this ability only any time you could
play a sorcery.

Defender of the Order
{3}{W}
Creature -- Cleric
2/4
Morph {W}{W} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Defender of the Order is turned face up, creatures you control
get +0/+2 until end of turn.

Defiant Elf
{G}
Creature -- Elf
1/1
Trample

Deftblade Elite
{W}
Creature -- Soldier
1/1
Provoke (When this attacks, you may have target creature defending

player controls untap and block it if able.)
{1}{W}: Prevent all combat damage that would be dealt to and dealt
by Deftblade Elite this turn.

Dermoplasm
{2}{U}
Creature -- Shapeshifter
1/1
Flying
Morph {2}{U}{U} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Dermoplasm is turned face up, you may put a creature card with
morph from your hand into play face up. If you do, return Dermoplasm
to its owner's hand.

Dreamborn Muse
{2}{U}{U}
Creature -- Spirit
2/2
At the beginning of each player's upkeep, that player puts the top X
cards from his or her library into his or her graveyard, where X is
the number of cards in his or her hand.

Drinker of Sorrow
{2}{B}
Creature -- Horror
5/3
Drinker of Sorrow can't block.
Whenever Drinker of Sorrow deals combat damage, sacrifice a
permanent.

Dripping Dead
{4}{B}{B}
Creature -- Zombie
4/1
Dripping Dead can't block.
Whenever Dripping Dead deals combat damage to a creature, destroy
that creature. It can't be regenerated.

Earthblighter
{1}{B}
Creature -- Cleric
1/1
{2}{B}, {T}, Sacrifice a Goblin: Destroy target land.

Echo Tracer
{2}{U}
Creature -- Wizard
2/2
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Echo Tracer is turned face up, return target creature to its
owner's hand.

Elvish Soultiller
{3}{G}{G}
Creature -- Elf Mutant
5/4
When Elvish Soultiller is put into a graveyard from play, choose a
creature type. Shuffle all creature cards of that type from your
graveyard into your library.

Embalmed Brawler
{2}{B}
Creature -- Zombie
2/2
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Zombie card you reveal in your hand.)
Whenever Embalmed Brawler attacks or blocks, you lose 1 life for
each +1/+1 counter on it.

Enormous Baloth
{6}{G}
Creature -- Beast
7/7

Essence Sliver
{3}{W}
Creature -- Sliver
3/3
Whenever a Sliver deals damage, its controller gains that much life.

Feral Throwback
{4}{G}{G}
Creature -- Beast
3/3
Amplify 2 (As this card comes into play, put two +1/+1 counters on
it for each Beast card you reveal in your hand.)
Provoke (When this attacks, you may have target creature defending
player controls untap and block it if able.)

Flamewave Invoker
{2}{R}
Creature -- Goblin Mutant
2/2
{7}{R}: Flamewave Invoker deals 5 damage to target player.

Frenetic Raptor
{5}{R}
Creature -- Beast
6/6
Beasts can't block.

Fugitive Wizard
{U}
Creature -- Wizard
1/1

Gempalm Avenger
{5}{W}
Creature -- Soldier
3/5
Cycling {2}{W} ({2}{W}, Discard this card from your hand: Draw a
card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain
first strike until end of turn.

Gempalm Incinerator
{2}{R}
Creature -- Goblin
2/1
Cycling {1}{R} ({1}{R}, Discard this card from your hand: Draw a
card.)
When you cycle Gempalm Incinerator, you may have it deal X damage to
target creature, where X is the number of Goblins in play.

Gempalm Polluter
{5}{B}
Creature -- Zombie
4/3
Cycling {B}{B} ({B}{B}, Discard this card from your hand: Draw a
card.)
When you cycle Gempalm Polluter, you may have target player lose 1
life for each Zombie in play.

Gempalm Sorcerer
{2}{U}
Creature -- Wizard
2/2
Cycling {2}{U} ({2}{U}, Discard this card from your hand: Draw a
card.)
When you cycle Gempalm Sorcerer, all Wizards gain flying until end
of turn.

Gempalm Strider
{1}{G}
Creature -- Elf
2/2
Cycling {2}{G}{G} ({2}{G}{G}, Discard this card from your hand: Draw
a card.)
When you cycle Gempalm Strider, all Elves get +2/+2 until end of
turn.

Ghastly Remains
{B}{B}{B}
Creature -- Zombie
0/0
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Zombie card you reveal in your hand.)
At the beginning of your upkeep, if Ghastly Remains is in your

graveyard, you may pay {B}{B}{B}. If you do, return Ghastly Remains to your hand.

Glintwing Invoker
{4}{U}
Creature —— Wizard Mutant
3/3
{7}{U}: Glintwing Invoker gets +3/+3 and gains flying until end of turn.

Glowering Rogon
{5}{G}
Creature —— Beast
4/4
Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Beast card you reveal in your hand.)

Glowrider
{2}{W}
Creature —— Cleric
2/1
Noncreature spells cost {1} more to play.

Goblin Assassin
{3}{R}{R}
Creature —— Goblin Assassin
2/2
Whenever Goblin Assassin or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature.

Goblin Clearcutter
{3}{R}
Creature —— Goblin
3/3
{T}, Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool.

Goblin Dynamo
{5}{R}{R}
Creature —— Goblin Mutant
4/4
{T}: Goblin Dynamo deals 1 damage to target creature or player.
{X}{R}, {T}, Sacrifice Goblin Dynamo: Goblin Dynamo deals X damage to target creature or player.

Goblin Firebug
{1}{R}
Creature —— Goblin
2/2
When Goblin Firebug leaves play, sacrifice a land.

Goblin Goon
{3}{R}

Creature -- Goblin Mutant
6/6
Goblin Goon can't attack unless you control more creatures than
defending player.
Goblin Goon can't block unless you control more creatures than
attacking player.

Goblin Grappler
{R}
Creature -- Goblin
1/1
Provoke (When this attacks, you may have target creature defending
player controls untap and block it if able.)

Goblin Lookout
{1}{R}
Creature -- Goblin
1/2
{T}, Sacrifice a Goblin: All Goblins get +2/+0 until end of turn.

Goblin Turncoat
{1}{B}
Creature -- Goblin Mercenary
2/1
Sacrifice a Goblin: Regenerate Goblin Turncoat.

Graveborn Muse
{2}{B}{B}
Creature -- Zombie Spirit
3/3
At the beginning of your upkeep, you draw X cards and you lose X
life, where X is the number of Zombies you control.

Havoc Demon
{5}{B}{B}
Creature -- Demon
5/5
Flying
When Havoc Demon is put into a graveyard from play, all creatures
get -5/-5 until end of turn.

Hollow Specter
{1}{B}{B}
Creature -- Specter
2/2
Flying
Whenever Hollow Specter deals combat damage to a player, you may pay
{X}. If you do, that player reveals X cards from his or her hand and
you choose one of them. That player discards that card.

Hundroog
{6}{G}
Creature -- Beast
4/7

Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Hunter Sliver
{1}{R}
Creature —— Sliver
1/1
All Slivers have provoke. (When a Sliver attacks, its controller may
have target creature defending player controls untap and block it if
able.)

Imperial Hellkite
{5}{R}{R}
Creature —— Dragon
6/6
Flying
Morph {6}{R}{R} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Imperial Hellkite is turned face up, you may search your
library for a Dragon card, reveal it, and put it into your hand. If
you do, shuffle your library.

Infernal Caretaker
{3}{B}
Creature —— Cleric
2/2
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Infernal Caretaker is turned face up, return all Zombie cards
from all graveyards to their owners' hands.

Keeneye Aven
{3}{U}
Creature —— Bird Soldier
2/3
Flying
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Keeper of the Nine Gales
{2}{U}
Creature —— Bird Wizard
1/2
Flying
{T}, Tap two untapped Birds you control: Return target permanent to
its owner's hand.

Kilnmouth Dragon
{5}{R}{R}
Creature —— Dragon
5/5
Amplify 3 (As this card comes into play, put three +1/+1 counters on
it for each Dragon card you reveal in your hand.)
Flying
{T}: Kilnmouth Dragon deals damage equal to the number of +1/+1
counters on it to target creature or player.

Krosan Cloudscraper
{7}{G}{G}{G}
Creature —— Beast Mutant
13/13
At the beginning of your upkeep, sacrifice Krosan Cloudscraper
unless you pay {G}{G}.
Morph {7}{G}{G} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)

Krosan Vorine
{3}{G}
Creature —— Cat Beast
3/2
Provoke (When this attacks, you may have target creature defending
player controls untap and block it if able.)
Krosan Vorine can't be blocked by more than one creature.

Lavaborn Muse
{3}{R}
Creature —— Spirit
3/3
At the beginning of each opponent's upkeep, if that player has two
or fewer cards in hand, Lavaborn Muse deals 3 damage to him or her.

Liege of the Axe
{3}{W}
Creature —— Soldier
2/3
Attacking doesn't cause Liege of the Axe to tap.
Morph {1}{W} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Liege of the Axe is turned face up, untap it.

Lowland Tracker
{4}{W}
Creature —— Soldier
2/2
First strike
Provoke (When this attacks, you may have target creature defending
player controls untap and block it if able.)

Macetail Hystrodon
{6}{R}
Creature —— Beast
4/4
First strike, haste
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Magma Sliver
{3}{R}
Creature —— Sliver
3/3
All Slivers have {T}: Target Sliver gets +X/+0 until end of turn,

where X is the number of Slivers in play.

Master of the Veil
{2}{U}{U}
Creature -- Wizard
2/3
Morph {2}{U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Master of the Veil is turned face up, you may turn target
creature with morph face down.

Merchant of Secrets
{2}{U}
Creature -- Wizard
1/1
When Merchant of Secrets comes into play, draw a card.

Mistform Seaswift
{3}{U}
Creature -- Illusion
3/1
Flying
{1}: Mistform Seaswift's type becomes the creature type of your
choice until end of turn.
Morph {1}{U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)

Mistform Sliver
{1}{U}
Creature -- Illusion Sliver
1/1
All Slivers have {1}: This creature's type becomes the creature type
of your choice in addition to its other types until end of turn.

Mistform Ultimus
{3}{U}
Creature -- Illusion Legend
3/3
Mistform Ultimus is every creature type (even if this card isn't in
play).
Mistform Ultimus may attack as though it weren't a Wall.

Mistform Wakecaster
{4}{U}
Creature -- Illusion
2/3
Flying
{1}: Mistform Wakecaster's type becomes the creature type of your
choice until end of turn.
{2}{U}{U}, {T}: Choose a creature type. The type of each creature
you control becomes that type until end of turn.

Nantuko Vigilante
{3}{G}

Creature -- Insect Druid Mutant
3/2
Morph {1}{G} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Nantuko Vigilante is turned face up, destroy target artifact or
enchantment.

Needleshot Gourna
{4}{G}{G}
Creature -- Beast
3/6
Needleshot Gourna may block as though it had flying.

Noxious Ghoul
{3}{B}{B}
Creature -- Zombie
3/3
Whenever Noxious Ghoul or another Zombie comes into play, all non-
Zombie creatures get -1/-1 until end of turn.

Patron of the Wild
{G}
Creature -- Elf
1/1
Morph {2}{G} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Patron of the Wild is turned face up, target creature gets
+3/+3 until end of turn.

Phage the Untouchable
{3}{B}{B}{B}{B}
Creature -- Minion Legend
4/4
When Phage the Untouchable comes into play, if you didn't play it
from your hand, you lose the game.
Whenever Phage deals combat damage to a creature, destroy that
creature. It can't be regenerated.
Whenever Phage deals combat damage to a player, that player loses
the game.

Planar Guide
{W}
Creature -- Cleric
1/1
{3}{W}, Remove Planar Guide from the game: Remove all creatures from
the game. At end of turn, return those cards to play under their
owners' control.

Plated Sliver
{W}
Creature -- Sliver
1/1
All Slivers get +0/+1.

Primal Whisperer
{4}{G}
Creature -- Elf Soldier
2/2
Primal Whisperer gets +2/+2 for each face-down creature in play.
Morph {3}{G} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)

Primoc Escapee
{6}{U}
Creature -- Bird Beast
4/4
Flying
Cycling {2} ({2}, Discard this card from your hand: Draw a card.)

Quick Sliver
{1}{G}
Creature -- Sliver
1/1
You may play Quick Sliver any time you could play an instant.
Any player may play Sliver cards any time he or she could play an
instant.

Ridgetop Raptor
{3}{R}
Creature -- Beast
2/1
Double strike (This creature deals both first-strike and regular
combat damage.)

Riptide Director
{2}{U}{U}
Creature -- Wizard
2/3
{2}{U}{U}, {T}: Draw a card for each Wizard you control.

Riptide Mangler
{1}{U}
Creature -- Beast
0/3
{1}{U}: Change Riptide Mangler's power to target creature's power.
(It doesn't change back at end of turn.)

Rockshard Elemental
{5}{R}{R}
Creature -- Elemental
4/3
Double strike (This creature deals both first-strike and regular
combat damage.)
Morph {4}{R}{R} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)

Root Sliver
{3}{G}

Creature -- Sliver
2/2
Root Sliver can't be countered.
Sliver spells can't be countered.

Scion of Darkness
{5}{B}{B}{B}
Creature -- Avatar
6/6
Trample
Whenever Scion of Darkness deals combat damage to a player, you may
put target creature card from that player's graveyard into play
under your control.
Cycling {3} ({3}, Discard this card from your hand: Draw a card.)

Seedborn Muse
{3}{G}{G}
Creature -- Spirit
2/4
Untap all permanents you control during each other player's untap
step.

Shaleskin Plower
{3}{R}
Creature -- Beast
3/2
Morph {4}{R} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Shaleskin Plower is turned face up, destroy target land.

Shifting Sliver
{3}{U}
Creature -- Sliver
2/2
Slivers can't be blocked except by Slivers.

Skinthinner
{1}{B}
Creature -- Zombie
2/1
Morph {3}{B}{B} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Skinthinner is turned face up, destroy target nonblack
creature. It can't be regenerated.

Skirk Alarmist
{1}{R}
Creature -- Wizard
1/2
Haste
{T}: Turn target face-down creature you control face up. At end of
turn, sacrifice it.

Skirk Drill Sergeant

{1}{R}
Creature -- Goblin
2/1
Whenever Skirk Drill Sergeant or another Goblin is put into a
graveyard from play, you may pay {2}{R}. If you do, reveal the top
card of your library. If it's a Goblin card, put it into play.
Otherwise, put it into your graveyard.

Skirk Marauder
{1}{R}
Creature -- Goblin
2/1
Morph {2}{R} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Skirk Marauder is turned face up, it deals 2 damage to target
creature or player.

Skirk Outrider
{3}{R}
Creature -- Goblin
2/2
Skirk Outrider gets +2/+2 and has trample as long as you control a
Beast.

Smokespew Invoker
{2}{B}
Creature -- Zombie Mutant
3/1
{7}{B}: Target creature gets -3/-3 until end of turn.

Sootfeather Flock
{4}{B}
Creature -- Bird
3/2
Flying
Morph {3}{B} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)

Spectral Sliver
{2}{B}
Creature -- Sliver
2/2
All Slivers have {2}: This creature gets +1/+1 until end of turn.

Starlight Invoker
{1}{W}
Creature -- Cleric Mutant
1/3
{7}{W}: You gain 5 life.

Stoic Champion
{W}{W}
Creature -- Soldier
2/2

Whenever a player cycles a card, Stoic Champion gets +2/+2 until end of turn.

Stonewood Invoker
{1}{G}
Creature —— Elf Mutant
2/2
{7}{G}: Stonewood Invoker gets +5/+5 until end of turn.

Sunstrike Legionnaire
{1}{W}
Creature —— Soldier
1/2
Sunstrike Legionnaire doesn't untap during your untap step.
Whenever another creature comes into play, untap Sunstrike Legionnaire.
{T}: Tap target creature with converted mana cost 3 or less.

Swooping Talon
{4}{W}{W}
Creature —— Bird Soldier
2/6
Flying
{1}: Swooping Talon loses flying until end of turn.
Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Synapse Sliver
{4}{U}
Creature —— Sliver
3/3
Whenever a Sliver deals combat damage to a player, its controller may draw a card.

Timberwatch Elf
{2}{G}
Creature —— Elf
1/2
{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

Totem Speaker
{4}{G}
Creature —— Elf Druid
3/3
Whenever a Beast comes into play, you may gain 3 life.

Toxin Sliver
{3}{B}
Creature —— Sliver
3/3
Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

Tribal Forcemage
{1}{G}
Creature -- Elf Wizard
1/1
Morph {1}{G} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Tribal Forcemage is turned face up, creatures of the type of
your choice get +2/+2 and gain trample until end of turn.

Unstable Hulk
{1}{R}{R}
Creature -- Goblin Mutant
2/2
Morph {3}{R}{R} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Unstable Hulk is turned face up, it gets +6/+6 and gains
trample until end of turn. You skip your next turn.

Vexing Beetle
{4}{G}
Creature -- Insect
3/3
Vexing Beetle can't be countered.
Vexing Beetle gets +3/+3 as long as no opponent controls a creature.

Vile Deacon
{2}{B}{B}
Creature -- Cleric
2/2
Whenever Vile Deacon attacks, it gets +X/+X until end of turn, where
X is the number of Clerics in play.

Voidmage Apprentice
{1}{U}
Creature -- Wizard
1/1
Morph {2}{U}{U} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Voidmage Apprentice is turned face up, counter target spell.

Wall of Deceit
{1}{U}
Creature -- Wall
0/5
(Walls can't attack.)
{3}: Turn Wall of Deceit face down.
Morph {U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)

Wall of Hope
{W}
Creature -- Wall
0/3
(Walls can't attack.)

Whenever Wall of Hope is dealt damage, you gain that much life.

Warbreak Trumpeter
{R}
Creature -- Goblin
1/1
Morph {X}{X}{R} (You may play this face down as a 2/2 creature for
{3}. Turn it face up any time for its morph cost.)
When Warbreak Trumpeter is turned face up, put X 1/1 red Goblin
creature tokens into play.

Ward Sliver
{4}{W}
Creature -- Sliver
2/2
As Ward Sliver comes into play, choose a color.
All Slivers have protection from the chosen color.

Warped Researcher
{4}{U}
Creature -- Wizard Mutant
3/4
Whenever a player cycles a card, Warped Researcher gains flying
until end of turn and can't be the target of spells or abilities
this turn.

Weaver of Lies
{5}{U}{U}
Creature -- Beast
4/4
Morph {4}{U} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Weaver of Lies is turned face up, turn any number of target
creatures with morph other than Weaver of Lies face down.

Whipgrass Entangler
{2}{W}
Creature -- Cleric
1/3
{1}{W}: Until end of turn, target creature gains This creature can't
attack or block unless its controller pays {1} for each Cleric in
play. (This cost is paid as attackers or blockers are declared.)

White Knight
{W}{W}
Creature -- Knight
2/2
First strike, protection from black

Willbender
{1}{U}
Creature -- Wizard
1/2
Morph {1}{U} (You may play this face down as a 2/2 creature for {3}.

Turn it face up any time for its morph cost.)
When Willbender is turned face up, change the target of target spell
or ability with a single target.

Windborn Muse
{3}{W}
Creature -- Spirit
2/3
Flying
Creatures can't attack you unless their controller pays {2} for each
creature attacking you. (This cost is paid as attackers are
declared.)

Wingbeat Warrior
{2}{W}
Creature -- Bird Soldier
2/1
Flying
Morph {2}{W} (You may play this face down as a 2/2 creature for {3}.
Turn it face up any time for its morph cost.)
When Wingbeat Warrior is turned face up, target creature gains first
strike until end of turn.

Wirewood Channeler
{3}{G}
Creature -- Elf
2/2
{T}: Add X mana of any one color to your mana pool, where X is the
number of Elves in play.

Wirewood Hivemaster
{1}{G}
Creature -- Elf
1/1
Whenever another nontoken Elf comes into play, you may put a 1/1
green Insect creature token into play.

Withered Wretch
{B}{B}
Creature -- Zombie Cleric
2/2
{1}: Remove target card in a graveyard from the game.

Zombie Brute
{6}{B}
Creature -- Zombie
5/4
Amplify 1 (As this card comes into play, put a +1/+1 counter on it
for each Zombie card you reveal in your hand.)
Trample